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LEGEND OF

JEDIT OJANED

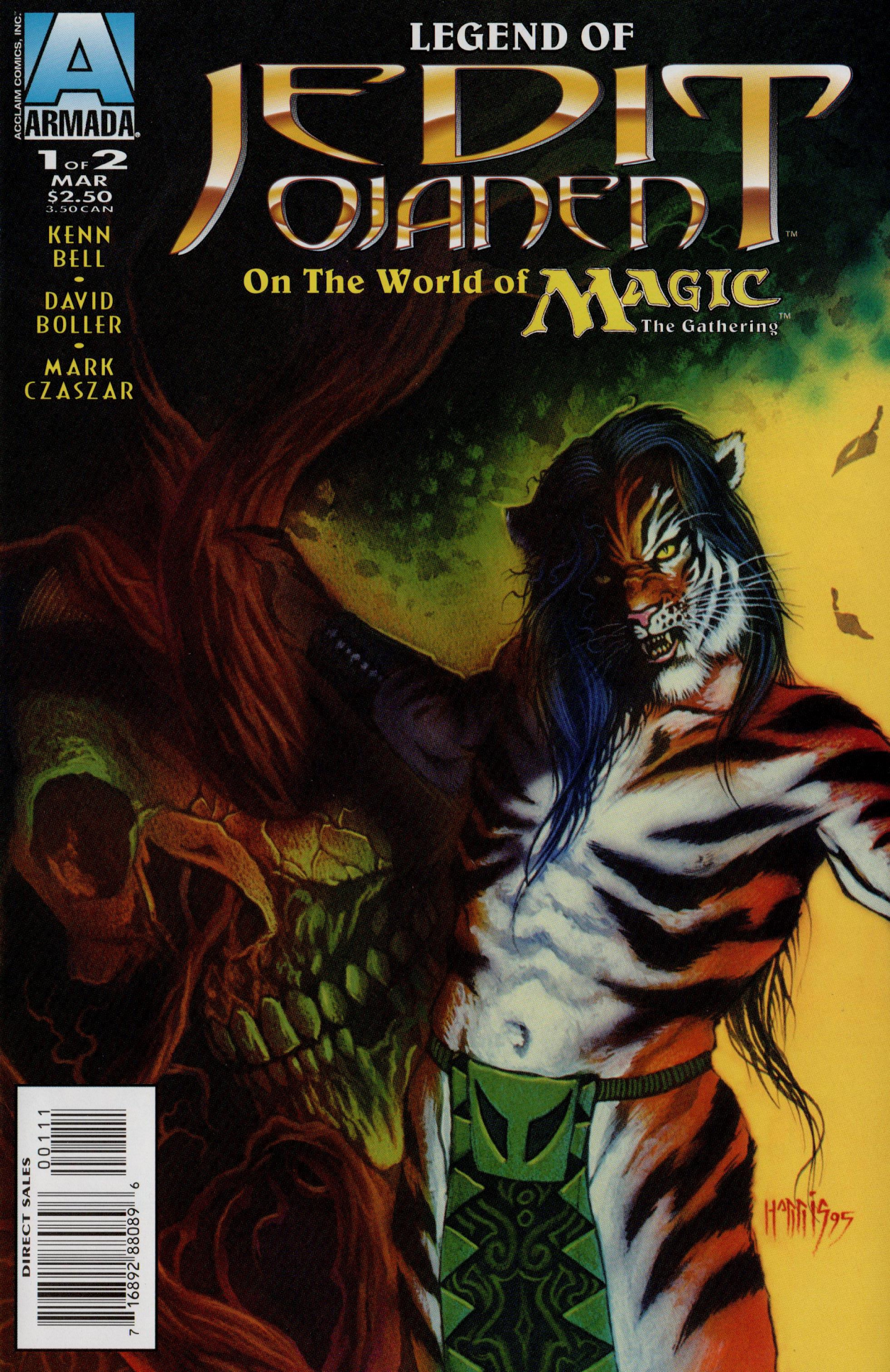
1 OF 2
MAR
\$2.50
3.50 CAN

KENN
BELL

•
DAVID
BOLLER

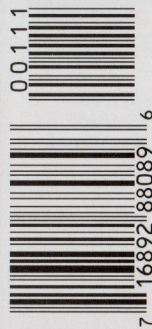
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MARK
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The Gathering



HARRIS 95

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JEDIT TALE

During the
Brothers War,

Through the Coming
of the Dark,

Across the
Age of Ice,

These were
times of...

...Legends.

The Forest Oasis of
Efrava. Four centuries
after Dominaria's
great Ice Age.

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TERRENT
AMESE!

SOME SORT OF
CREATURE, FLYING
ACROSS THE SKY...

C'MON GIRL!
DON'T BE NERVOUS!
I'VE NEVER VENTURED
PAST THE FIRST RIDGE
EITHER.

BUT THERE'S
ALWAYS A
FIRST TIME...

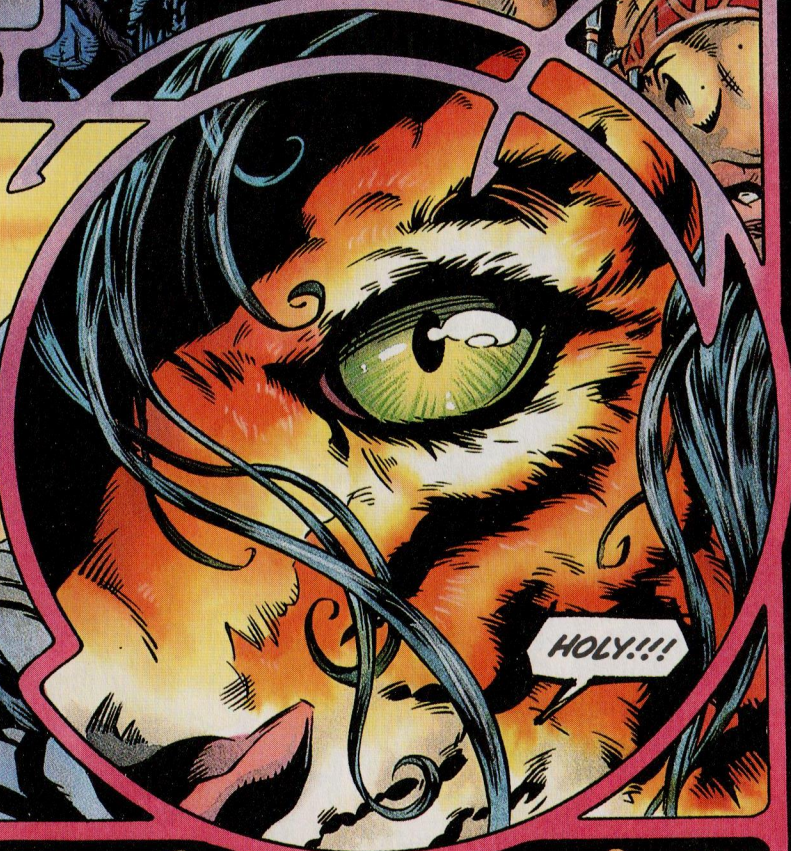
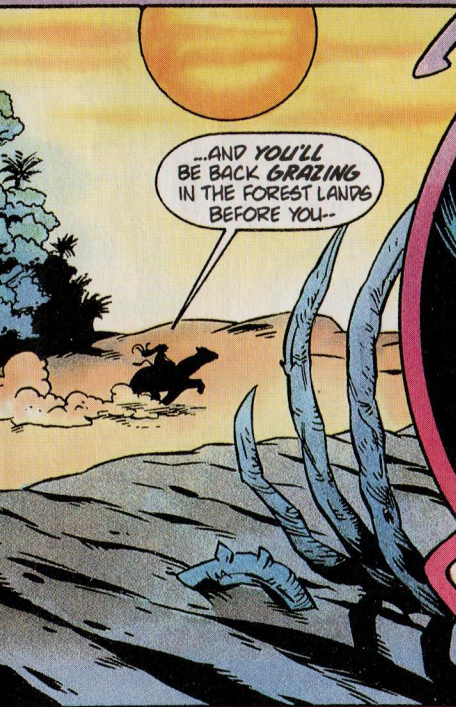
NO ONE
CAN SURVIVE
THE SANDS OF
SUKURVIA
FOR LONG.

I'VE GOTTA
HELP HIM
BEFORE IT'S
TOO LATE!

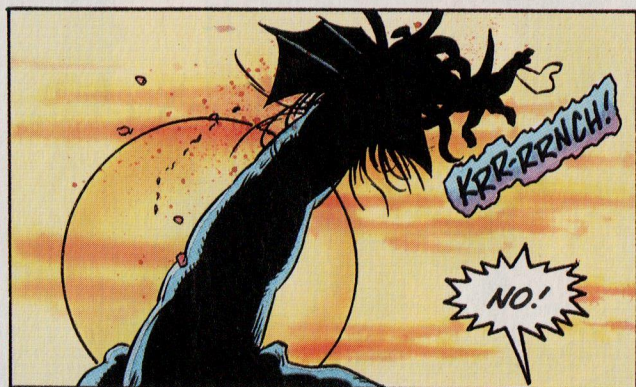
...AND
SOMEONE
RIDES ON ITS
BACK!



...AND YOU'LL
BE BACK GRAZING
IN THE FOREST LANDS
BEFORE YOU--



HOLY!!!



**IN YOUR
FACE**

Reprinted From DIAMOND PREVIEWS Vol. V No. 2

FROM ACCLAIM COMICS



**GEM
of the
Month**

FALLEN ANGEL™

**LEGEND OF THE FALLEN ANGEL
ON THE WORLD OF MAGIC: THE GATHERING #1**

*by Nancy Collins and Richard Kane Ferguson with
Cover by Clyde Caldwell*

Includes a free, rare "Fallen Angel" Magic: The Gathering
Chronicles card.

Presenting the origin of one of the most powerful characters from the Magic: The Gathering Legends expansion set — the Fallen Angel. This is the violent, epic tale of Trine, a majestic Serra Angel summoned and betrayed by the foulest of wizards. Trine's dark odyssey of self-discovery, vengeance, and redemption commences on the battlefields of prehistoric Dominaria — and culminates in a confrontation between the Fallen Angel and her Serra Angel sisters!

This prestige format, 64-page book is written by best-selling author, Nancy Collins, and fully-painted by one of the Wizards of the Coast's most popular artists, Richard Kane Ferguson.

Sporting a cover by renowned fantasy painter, Clyde Caldwell, and Magic: The Gathering gaming tips by rules guru, Shawn Carnes, this book will be an awesome addition to every Magic: The Gathering fan's collection.

SHIPPING IN JANUARY



DINNER'S
OVER,
WORM!

THE FIRST
THING ENTERING
YOUR BELLY
TODAY...



...WILL BE
THE COLD
STEEL OF
MY--



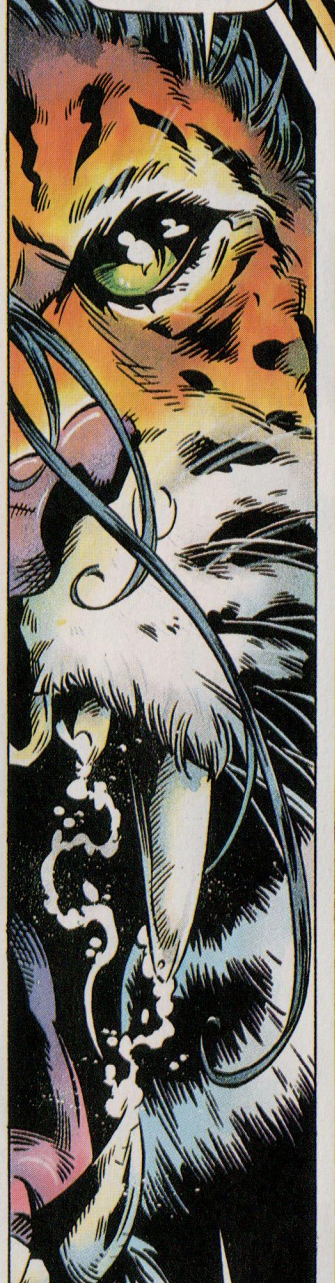
AAARGH!



OKAY,
MAYBE
NOT.



I'VE ABOUT
HAD IT WITH YOU,
STINK BREATH..



...YOU'RE NOT
THE ONLY BEAST
ON THE SAND THAT'S
WORKED UP--



I SEE
WHAT YOU'RE
GETTING
AT.

KRAAAH!



TERRENT AMESE
FORGIVE US FOR
LEAVING THE
DEAD BEHIND...



...THOUGH I'VE NEVER
SEEN THE LIKES OF YOU
OR YOUR **FLYING MOUNT**..
IT DOESN'T DESERVE TO BE
FODDER FOR THESE CRAWLERS.

THANK
YOU, CAT
MAN.

NAME'S
JEDIT.- JEDIT
OJANEN.

WHEN! IF THIS
IS WHAT MY DAD
HAD TO ENDURE, HE'S
EVEN **BRAVER** THAN
I THOUGHT!

YOUR
FATHER?

HE LEFT
EFRAYA YEARS
AGO TO FIND PROOF
OF **OTHER LANDS**
AND **OTHER**
PEOPLE.

HA! IF HE HAD
STAYED PUT, THE
PROOF WOULD'VE
COME TO HIM!

SO...THERE ARE
MANY PEOPLE LIKE
YOU? AND YOU'VE HAD
NO CONTACT WITH THE
REST OF THE WORLD?

'TIL JUST NOW,
THERE **WASN'T** ANY
REST OF THE WORLD!
I CAN'T **WAIT** TO SEE
THE **LOOKS** ON
THEIR FACES...



"... WHEN WE GET TO MY VILLAGE!"

...AND ON THE SANDS OF SUKURVIA, NINE TRIBES STOOD TRIAL FOR THE SINS OF THEIR PEOPLE.



TERRENT AMESE LOOKED DOWN AT THE RULERS OF THESE TRIBES, AND COMMANDED ATONEMENT FOR THEIR PEOPLES GROWING IMMORALITY.

THEY HAD BECOME LAZY, INDULGENT...TAME! AMESE WAS UNCONVINCED BY THEIR APOLOGIES. BUT THEN, SHE NOTICED ONE WHO HAD YET TO SPEAK.



"MY NAME IS OJANEN," HE PRAYED. "SPARE MY PEOPLE-- ALL OF THEM-- AND ACCEPT MY HUMBLE SACRIFICE."

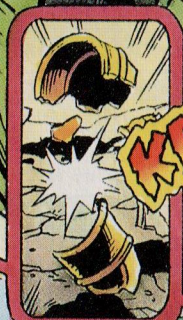
WITH THAT, OJANEN SPED TO THE WATER, AND FLUNG HIMSELF INTO ITS WETNESS. THE OTHER LEADERS WATCHED IN HORROR...BUT DID NOTHING.

MOVED, TERRENT AMESE DREW UPON THE LIFE FORCE OF THE REMAINING RULERS TO RESURRECT HIM, KILLING THE UNWORTHY EIGHT IN THE PROCESS.

AND SHE SPOKE TO THE NINE TRIBES, "TODAY, I SEE THERE IS STILL HOPE FOR MY ONLY PEOPLE. UNITE BEHIND OJANEN, FOR I WILL SHOW HIM THE WAY TO MY REALM...EFRAVA."

AND ON THIS MOST HOLY OF DAYS--

OH--



KRASH!!

WHO DARES INTERRUPT..



THAT BOY IS NOTHING BUT TROUBLE!

DON'T KNOW, BUT SOMETHING TELL ME...

AMESE! WHAT HAS HE DRAGGED IN WITH HIM?!

"...IT'LL NEVER BE THE SAME 'ROUND HERE!"

OHhhh...

JEDIT?
JEDIT
OJANEN?

UHMPH!

HI...
MOM!

The Following
Morn...

"...AND POOR OL'
JEDIT'S FINALLY GONNA
GET HIS DUE!"

THIS
OBSESSION
YOU HAVE WITH
YOUR FATHER
HAS BEEN YOUR
DOWNFALL.

HOW COULD
YOU BRING THAT,
THAT...**ABERRA-
TION** BACK TO
OUR VILLAGE?

HOLD STILL!
I CAN'T SEE
ANYTHING!

HEY! **SCAT!**
THE COUNCIL IS
MEETING IN
THERE...

DON'T YOU
SEE? THIS
MEANS DAD WAS
RIGHT! WE'RE
NOT ALONE IN
THIS WORLD!

THIS ONE
SMOOTH-SKIN
DISPROVES
EVERYTHING OUR
PEOPLE KNOW
ABOUT THE
OUTSIDE.



CALM
YOURSELF,
MUSATA!

YOU *DISGRACE*
YOURSELF, JEDIT! WHAT
I PREACH IS *NOT* A LIE!
IT IS THE FUR AND BONE
OF OUR PEOPLE!

TERRENT AMESE TELLS
US WE ARE *ALONE*. THIS
"SMOOTH-SKIN" OF YOURS
IS SOME KIND OF
HARBINGER!



THERE WILL BE
PLENTRY OF TIME
TO *SCOLD* YOUR
SON, LATER.

RIGHT NOW,
OUR CAPTIVE'S
FUTURE IS THE
MOST IMPORTANT
MATTER AT HAND.



YES! WHAT *SHOULD*
BE DONE WITH THE
FLAT-SNOOT?

KILL HIM...
NOW, BEFORE
THIS GOES
TOO FAR!



SHOULD
WE NOT
QUESTION
THE PRISON-
ER FIRST?

NO!



WE HAVE EVERYTHING
WE NEED *HERE* IN EFRAVA.
THERE IS *NOTHING* HE CAN
GIVE TO US... BESIDES, HE
REEKS OF ODDITY.

THEN IT IS DECIDED.
FOR THE CONTINUED
SOVEREIGNTY OF
EFRAVA, THE STRANGER
MUST--



*I WON'T
LET YOU
DO THIS!*

BRING YOUR EARS UP, YOUNG ONE. HAVE RESPECT FOR YOUR MOTHER-- IF NOT FOR HER ROBES!

AM I THE ONLY ONE WHO SEES THE FOREST FOR THE TREES? THERE ARE OTHER BEINGS WHO THINK, WHO FEEL, WHO SPEAK....!

THERE'S A WORLD BEYOND THE FIRST RIDGE, WAITING TO BE DISCOVERED...

...THE SMOOTH-SKIN CAN SHOW US THE WAY!

JEDIT--YOU HAVE WASTED THREE YEARS PERCHED ON THAT DAMNED ROCK, STANDING VIGIL FOR JAEGER'S RETURN!

NO CAT CAN SURVIVE THE HEAT OF SUKURYIA FOR LONG. IT IS TIME TO SET ASIDE CHILDISH THINGS... ACCEPT THAT YOUR FATHER IS WITH TERRENT AMESE.

NOW LEAVE US! WE'LL DECIDE ON YOUR PUNISHMENT LATER...

...DON'T MAKE IT ANY WORSE FOR YOURSELF.

NO! MY FATHER IS ALIVE!

THE CREATURE I FOUND MAY HAVE KNOWLEDGE OF WHERE HE IS!

I WILL DIE BEFORE I LET YOU KILL HIM!

DROP IT, RUKO! I BEAT YOU BACK IN SCHOOL--I'LL BEAT YOU NOW!

THIS ISN'T PLAYTIME ANYMORE, JEDIT! DON'T THINK I WON'T RUN YOU THROUGH!

JUST TRY.

SHEATHE YOUR SWORD, JEDIT-- AND BECAUSE OF YOUR MOTHER'S *STANDING* WITH THE COUNCIL, IT WILL BE OVERLOOKED.

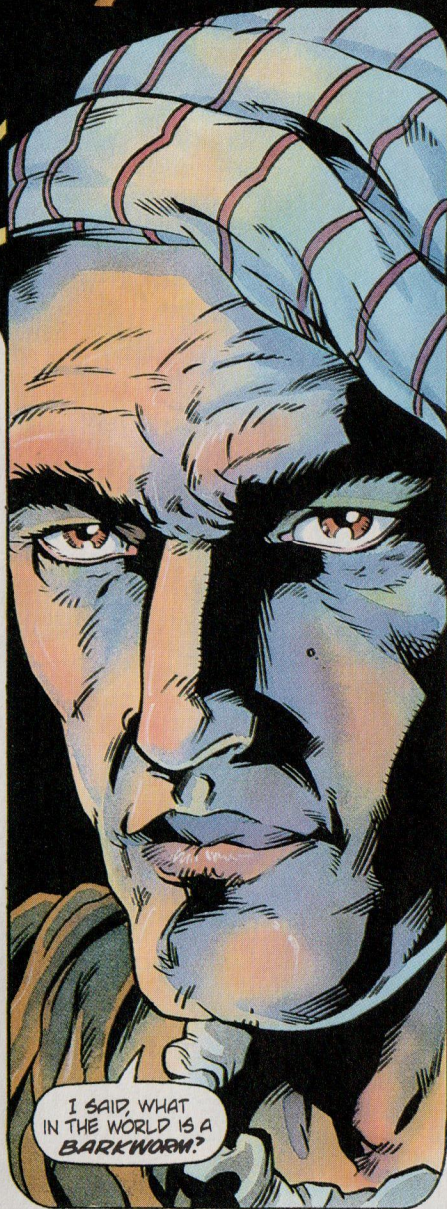
AWOOOOOOO
AWOOOOOOO

RRRRRRRR

BARKWORM ATTACK--WE'LL HAVE TO TAKE OUR POSTS!

WHAT IS A BARKWORM?

HUHH?



I SAID, WHAT
IN THE WORLD IS A
BARKWORM?



I'M **SORRY**,
DIDN'T KNOW YOU
WERE **AWAKE**.
MY NAME IS
JEDIT OJANEN!

I'VE **HEARD**...
AND YOU HAVE **YET**
TO ANSWER MY
QUESTION.



OH, **BARKWORMS**
ARE THESE HUGE
SNAKEY BEASTS,
WITH **BIG** TEETH.

IN THE MONTHS
BEFORE **MATING** SEASON,
THE MALES GET
TOGETHER IN PACKS AND
TRAVEL IN STRAIGHT LINES,
DEVOURING ANYTHING
IN THEIR PATH.

TREES,
ANIMALS--

CATS?

...RIGHT.



"SHOULD YOU NOT BE
OUT THERE...HELPING?"

"THEY'RE **USED** TO IT. IT
HAPPENS ALL THE TIME, I
MEAN... IT'S NOT **THAT**
SERIOUS! OUR BEST HUNTERS
WILL BE SENT TO THE CREEK
TO **ROUT** THE **BARKWORMS**
IN ANOTHER DIRECTION."



NOW TELL ME--
DID YOU **HEAR**
WHAT I SAID ABOUT
MY FATHER?



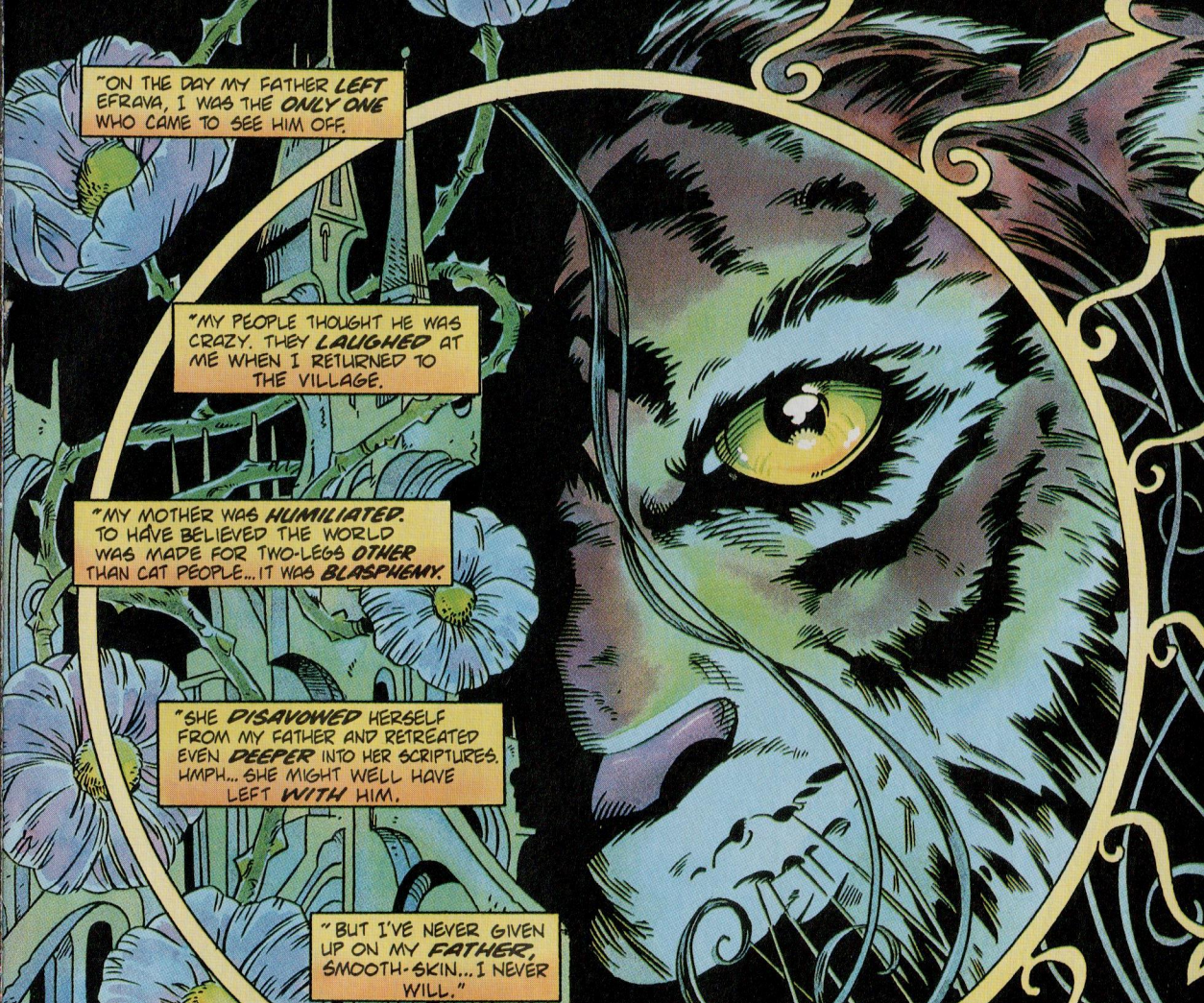
ENOUGH TO CONFIRM
YOUR **FEELINGS** ABOUT
THE WORLD--THERE ARE
MANY **DOZENS** OF
PEOPLES OUT THERE, ALL
DIFFERENT FROM YOURS.

BUT...ANY AT
ALL LIKE ME?

HOW MANY
OF YOU ARE
HERE IN YOUR
...**EFFRAVA?**

HUNDREDS,
I **GUESS**--
WHY?

...AND YOUR **MOTHER**--
SHE COULDN'T **ABIDE**
YOUR FATHER'S PHILOSOPHY,
COULD SHE?



"ON THE DAY MY FATHER LEFT EFRAVA, I WAS THE **ONLY ONE** WHO CAME TO SEE HIM OFF.

"MY PEOPLE THOUGHT HE WAS CRAZY. THEY **LAUGHED** AT ME WHEN I RETURNED TO THE VILLAGE.

"MY MOTHER WAS **HUMILIATED**. TO HAVE BELIEVED THE WORLD WAS MADE FOR TWO-LEGS **OTHER** THAN CAT PEOPLE...IT WAS **BLASPHEMY**.

"SHE **DISAVOWED** HERSELF FROM MY FATHER AND RETREATED EVEN **DEEPER** INTO HER SCRIPTURES. HMPH... SHE MIGHT WELL HAVE LEFT **WITH** HIM.

"BUT I'VE NEVER GIVEN UP ON MY **FATHER**, SMOOTH-SKIN...I NEVER WILL."



THE BLOOD OF AN **ADVENTURER** RUNS THROUGH YOUR VEINS--I CAN **SENSE** IT. SET ME **FREE**, JEDIT, AND I WILL SHOW YOU THE **WORLD**.

WE CAN **SEARCH** FOR YOUR FATHER...

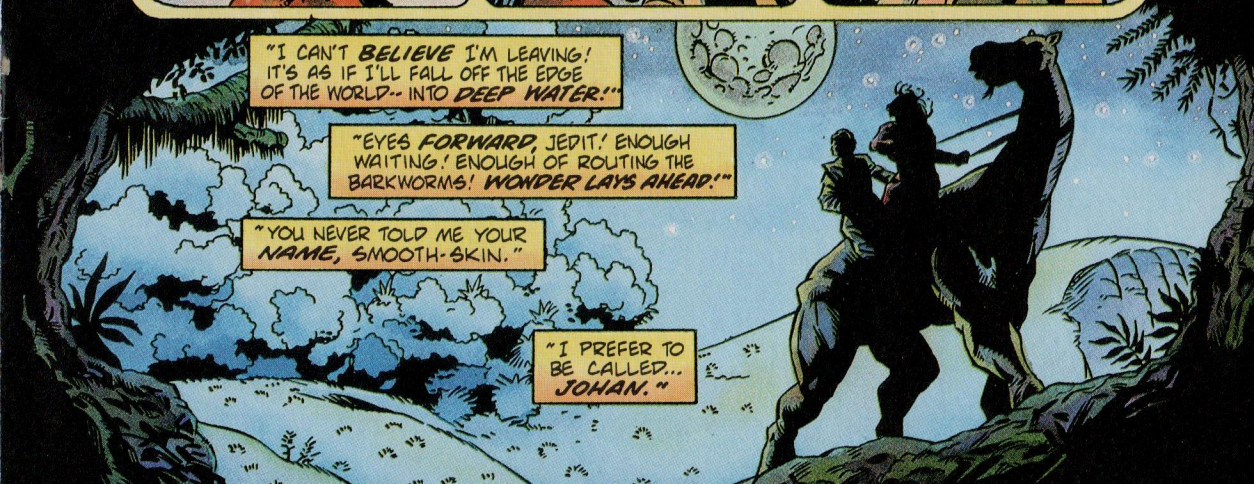
I DON'T KNOW...

BUT WHERE?

I KNOW OF A **PLACE** WE CAN **START**.'



SHHK!



"I CAN'T **BELIEVE** I'M LEAVING! IT'S AS IF I'LL FALL OFF THE EDGE OF THE WORLD-- INTO **DEEP WATER**!"

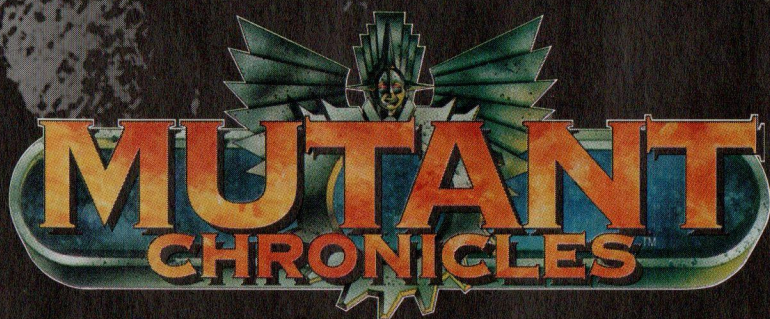
"**EYES FORWARD**, JEDIT.' ENOUGH WAITING! ENOUGH OF ROUTING THE BARKWORMS! **WONDER LAYS AHEAD**!"

"YOU NEVER TOLD ME YOUR **NAME**, SMOOTH-SKIN."

"I PREFER TO BE CALLED... **JOHAN**."

THE MOTHER

Acclaim Comics® brings Target Games' popular Mutant Chronicles and Doom Trooper Universe to the comic book world!



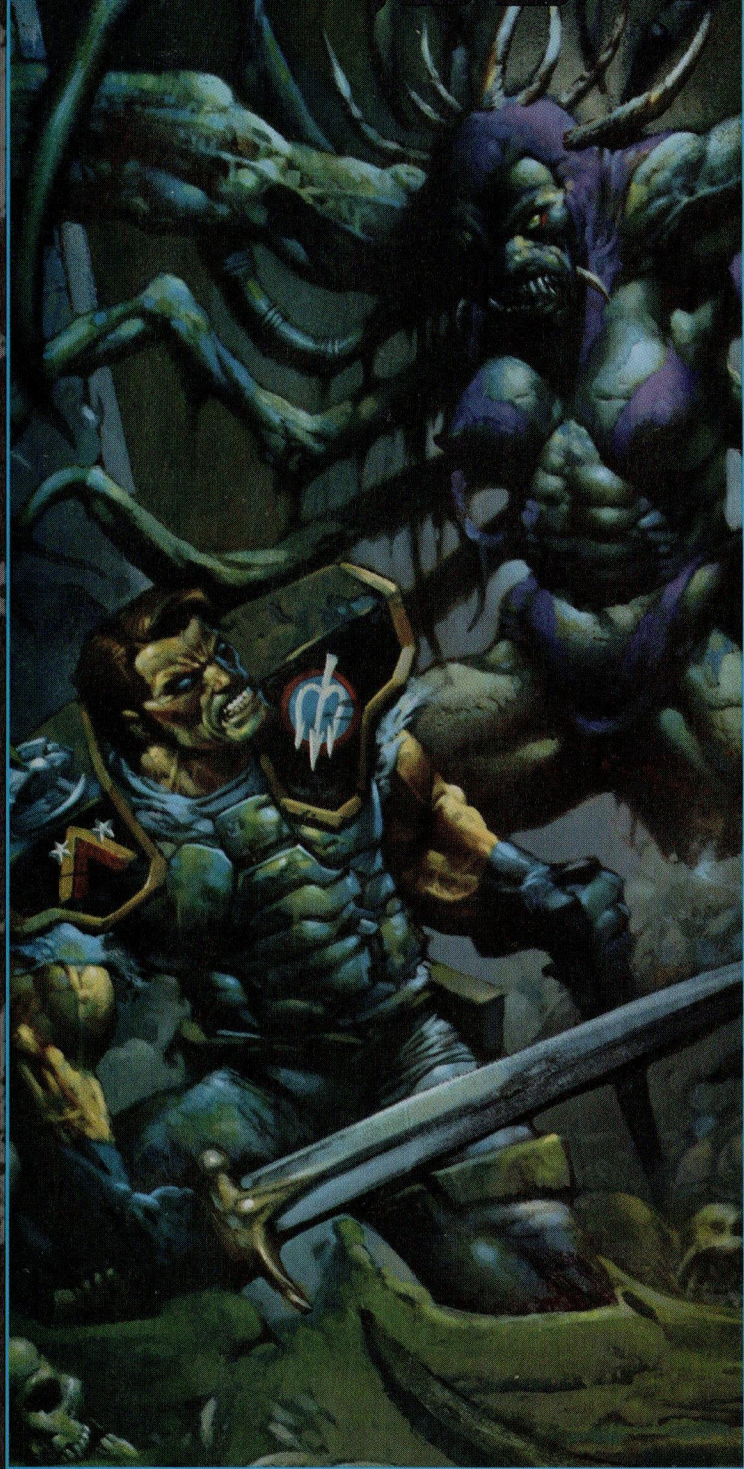
Each issue contains a unique Doom Trooper trading card that can only be found in the comics.



Story by William King and Jeff Conner

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OF ALL WARS!



Painted Cover by Simon Bisley Interiors by Paolo Parente & Alex Horley

Twelve hours later...

I DON'T KNOW WHAT I WAS *THINKING*! THEY WEREN'T *BRED* FOR USE IN THE SUKURVIA. WITH-OUT HER-WE WON'T *LAST* MUCH LONGER!

I THOUGHT YOU SAID *MONX* ARE STRONG?!

STILL YOUR FEARS, BOY. I'VE FACED WORSE PREDICAMENTS THAN--

HOLD'N'YER *SURROUNDED*! SURRENDER YER *WEAPONS*, IMMEDIATELY!

DON'T ACT *FOOLISHLY*! WE'LL *HAVE* OUR TURN.

I SAID--TAKE YER FUZZY MITT OFF YA *SWORD*, OR I'LL *REMOVE* IT FOR YER!

DO AS HE *SAYS*, JEDIT. THESE PEOPLE ARE NOT *KNOWN* FOR THEIR PATIENCE.

OKAY...BUT *JUST* FOR THE TIME BEING!

"JOHAN, WHAT IS IT?
EVERYTHING'S SHAKING!"

"JUST ONE OF THE SAND
WARRIORS' MANY MODES OF
TRANSPORTATION, JEDIT."

A'RIGHT, *CRAWLERS*!
LET'S BRING 'EM ON HOME!
HAZEON SHOULD BE
PARTIAL WITH TODAY'S
CATCH.

FWOOOOMM

As the desert ray
glides across Sukurvia...

...Jedit looks on
with the eyes
of a newborn
child.

TERRENT
AMESE...

YER EVER SEEN
ANYTHIN' LIKE IT?
LOOKS LIKE A
TAWNY KIT-CAT!

NOPE,
CAN'T SAY
I HAVE!

HEY,
JOHAN...

"...IS THIS JUST ANOTHER
ONE OF THEIR 'MANY
MODES OF TRANSPORTATION'?"

"VERY FUNNY.' JUST DON'T DO
ANYTHING RASH 'TIL AFTER
WE BOARD THE 'RIGGER.
FOLLOW MY LEAD... IF AND
WHEN THE TIME IS RIGHT.'"

"I'LL NEVER FIND
MY FATHER NOW.'"

"LOOK AT THE
BRIGHT SIDE,
DEAR OJANEN..."

"...AT LEAST WE WON'T
DIE IN THE DESERT!"

From out of the
darkness--a
small voice...

...AND WHAT
MANNER OF
BEAST ARE
YOU?!

I'M AN
EFRAVAN--
WHO'S THERE?

EFRAVAN? MORE
LIKE SOME
MAGE'S FAILED
EXPERIMENT
TO ME?

THEN YOU'VE
SEEN MY KIND
BEFORE?

NO, JEDIT,
I'M AFRAID
THAT IS NOT
QUITE WHAT
HE MEANT.

YOU THERE--
OUT FROM THE
SHADOWS! SHOW
YOURSELF!

HUNTING
GJORNENSEN
OF THE ROBARAN
MERCENARIES, AT
YOUR SERVICE!

BWAHAHA!
YOU...A
MERCENARY?!

I'LL SHOW
YOU WHO'S
TOUGH--
CATBOY!

YOU HAVE PROVEN
YOUR POINT, ROBARAN.
NOW LET'S SET OUR
MINDS TOWARD
ESCAPE.

WELL, YOU
TWO DO
WHAT YOU
LIKE...

...ADIRA
STRONGHEART
WILL SOON BE
EXTRACTING ME
FROM THIS FLOATING
DUNGEON!

HUIH?
RESCUED?
TAKE US
WITH YOU!

NOPE!
NO CAN DO!
UNLESS,
OF COURSE...



...YOU ALLOW
ME TO **RELIEVE**
YOU OF THIS
HEAVY
BURDEN!

**NO
WAY!**

TWO OF THESE
WERE **FORGED**
BY MY FATHER
BEFORE HE WENT
INTO THE
DESERT...

...WHEN MY
MOTHER
REFUSED HER,
HE GAVE IT TO
ME-- TO A
"**BELIEVER.**"

EARNEST ONE,
AREN'T YOU! I'LL
THINK ABOUT IT.
YOU ARE, AFTER
ALL, A **RARE**
FIND.

BUT YOUR
BUDDY STAYS
HERE. I DON'T
LIKE 'IM.

I **FEEL** HIM
THROUGH THIS
TALISMAN, HUNTING
--I **CAN'T** LET
YOU HAVE IT.

BUT IN RETURN
FOR OUR RESCUE, I'M
WILLING TO **WORK** FOR
YOUR ADIRA STRONGHEART!
I **AM** PRETTY GOOD
WITH A **BROADSWORD!**

SO MUCH FOR
YOUR LITTLE
RESCUE, SMELLY!
THE SAND WARRIORS
ARE **BACK**
ALREADY!

YOU **WOUND**
ME, OJANEN-- I
THOUGHT YOU WERE
A "**BELIEVER.**"



HOLDING UP
ALL RIGHT, YOU
GRIMY LITTLE
TROLL?



AS CHARMING
AS EVER, ADIRA!

WHAT IN
THE WORLD
IS HE?



MY VERY OWN
WALKIN', TALKIN',
CAT GUY! HIS
NAME IS--



JEDIT
OJANEN.

I'M HERE TO JOIN
THE ROBARAN
MERCENARIES!



BUT MY FRIEND
JOHAN, MUST COME
WITH ME...

I'D BE...
DELIGHTED JUST
FOLLOW US AND
KEEP QUIET.

I'D LIKE TO GET
OUT OF HERE BEFORE
HAZEON HAS
OUR HEADS!

"HUNDING--DOES **EVERYONE**
HAVE THESE FLYING BOATS?
WHERE ARE WE GOING--?"

"WATCH YOUR **CLAWS**,
CAT, THESE **BALLOON-**
SHIPS ARE COSTLY!"

"WE GO TO THE OPEN
CITY **PALMYRA**--LAST
BASTION OF CIVILIZATION
--STUCK BETWEEN WARRING
TIRRAS TO THE NORTH,
AND **BRUCE** TO THE SOUTH."

"YOU'LL
LOVE IT!"

...JUST IMAGINE
THE LOOK ON HAZEON
TAMAR'S FACE, WHEN HE
FINDS OUT IT WAS **ME**
WHO **PLUNDERED** HIS
PRECIOUS SANDRIGGER.

...ALWAYS DID
CARE MORE FOR HIS
TOYS THAN THE
LOVE OF A GOOD
WOMAN, HE DID.

SO, WHERE'D
THE FURRY ONE/EN HIS
FRIEND GO OFF TA?

HE WENT OFF
SEEKING SOME
MISSING KIN. BE
GOOD IF HE FINDS 'EM.
I COULD USE A
FEW **THROW**
RUGS...

...THOUGH I MUST
CONFESS, HIS STRIPED
HIDE HAS A CERTAIN
APPEAL WHILE HE'S IN
IT. I SENT HUNDING TO
KEEP **WATCH** OF HIM.

HIS FRIEND,
JOHAN, IS OF
MORE CONCERN.
HE GAVE US THE
SLIP THE MINUTE
WE DOCKED.

HE'S **WORTH**
TOO MUCH TO BE
FED TO THE **DOGS**
O'THIS BURG!

JEDIT'S
YOUNG AND
NAIVE...

"...I HOPE HE KNOWS
WHAT HE'S GETTING INTO!"

THIS PALMYRA IS
INCREDIBLE!
IT MAKES MY
HEART FEEL LIKE
A LIVING BEAST
INSIDE ME!

IS IT THE CITY...
OR THE SIGHT OF
THESE LOVELY
COURTESANS
WHAT'S GOT YOUR
PULSE RACING?

WHAT KIND OF
NONSENSE
ARE YOU
SPOUTING NOW?

YOURS IS THE
SOFTEST FLUR I'VE
EVER TOUCHED... DO
YOU MIND?

NOT AT ALL,
M'LADY!

COME BACK TO
THE GUILD,
MY FRIEND.
EXPERIENCE OUR
PLEASURES..

PRRRR

COOL YOUR
PANS, JEDIT.
--ADIRA'S WAITING
FOR US.

ERR...
BYE!

WHOA! ISN'T THAT
YOUR PAL, JOHAN--
SHAKING HANDS WITH
A TIRASIAN
SOLDIER?

YES, THAT'S
JOHAN. BUT WHAT
DOES IT MATTER
WHO HE "SHAKES
HANDS" WITH?

LIKE BRYCIANS,
TIRASIANS ARE FREE
TO ROAM PALMYRA'S
STREETS... BUT NO ONE
DARES EVEN LOOK AT
THEIR SOLDIERS THE
WRONG WAY, MUCH
LESS GREET THEM!

SOMETHING
BIG AND BAD IS
UP, I'D SAY...

...HOW LONG HAVE YOU *KNOWN* JOHAN?

NOT LONG, A TWO MOON TURN, MAYBE?

YOU'RE A TRUSTING *SOUL*, JEDIT! HE MUST BE SOME SORT'A TIRASIAN CONSPIRATOR.

YOU'RE *WRONG*-- JUST LISTEN TO WHAT THEY'RE SAYING...

...OUR SHIP LEAVES AT *DAWK* YOUR HOLINESS!

GOOD, AN HOUR'S TIME WILL BE MORE THAN SUFFICIENT... TO *SECURE* THE CAT MAN.

HIS PARENT IS SOME SORT OF *ZEALOT* LEADER. HER SON'S *SEVERED* HEAD WILL UNDERMINE THEIR MORALE.

...AMESE.

WHAT? I DIDN'T HEAR A THING!

WAIT, JEDIT! THOSE SOLDIERS WILL--

TIME TO GET OUTTA HERE!

OUT OF MY WAY!

JOHAN! WHY ARE YOU BETRAYING ME?

WHY WOULD YOU ATTACK MY HOMELAND?

M-MY STAFF!

LOOKS LIKE OUR *PLANS* HAVE JUST BEEN... *ACCELERATED*.

THIS BORING *FACADE* FINALLY COMES TO AN *END*.

I THOUGHT YOU WERE MY *FRIEND*?

I *ASSURE* YOU, OJANEN, I HONOR MY FELLOW MEN, AND FIGHT FOR THE RIGHTS OF MY PEOPLE!

BUT YOU ARE AN ANIMAL... AND IN *THIS* CASE, YOU'VE BECOME A *BEAST* OF BURDEN.

SSHINK

YOU'RE
SLICED
FROM TOP TO
BOTTOM,
CAT MAN!

SSNNAAR!

KRAK

UGHH!

UH!
CLOSE...

SLASH

AARGH!

THU-NCH!

...BUT I
THINK YOU
WERE TRYING
TO DO...
THIS!

I'VE BEEN ON
THE RECEIVING
END FOR TOO LONG,
TRAITOR!

I WILL NOT BE
RESPONSIBLE FOR
THE SLAUGHTER
OF MY PEOPLE!

WHAT?!?

BEHOLD...
THE FACE OF
JOHAN!

IT WAS BLIND FORTUNE
THAT I CRASHED NEAR YOUR
HOME, JEDIT OJANEN...I WAS
TIRED-- WEAK FROM USING MY
SORCERY TO SEEK A SAFE
ROUTE OF ATTACK AGAINST
THE CITY OF BRYCE.

IF YOU HADN'T COME
TO MY AID I WOULD HAVE
SURELY PERISHED IN THE
DESERT! HUNDREDS OF MY
PEOPLE HAVE DIED
TRYING TO CROSS IT!

NOW, AFTER CENTURIES,
I'VE FINALLY FOUND A
VERPANT WAYSTATION
TO REPLENISH THE
TIRASIAN ARMADA!

YES, JEDIT, YOUR
NAME WILL BE
HONORED BY MY
PEOPLE! THE TALKING
ANIMALS OF EPRAVA
WILL SERVE MY KING
--OR DIE.

YOU'VE JUST
TAKEN YOUR OWN
LIFE, SMOOTH-
SKIN.

I THINK NOT,
OJANEN--ALLOW
ME TO INTRODUCE
YOU TO A CAT'S
WORST
NIGHTMARE.

...DOGS.' OR MORE
SPECIFICALLY--

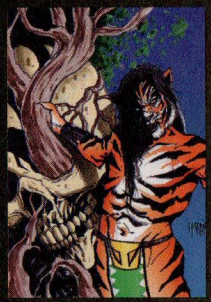
--THE
BEASTS OF
BOGARDAN!

Uh... sit
boys?

To be
Continued...

JEDIT™ OJANEN

WORDS OF COMMAND



Address all letters to: Jedit - Jeof Vita, Asst. Editor c/o ACCLAIM COMICS 275 Seventh Avenue New York, N.Y. 10001

To all you loyal fans who have followed the Magic comics from their inception, welcome back for another dose of adventure, intrigue and mayhem. For all you new readers who are joining us for the first time, welcome to a time of **Legends!** (Don't worry, you get all that other stuff too.)

"Seek and ye shall find...Ask and ye shall receive." Well, be careful what you ask for! This book is the first in a series of titles chronicling the adventures of some of the most intriguing characters from the Legends expansion set for Magic: The Gathering. If you've ever wondered how Jedit Ojanen came to join the Robaran mercenaries, or what unnatural event caused the Fallen Angel to tumble from the heavens, you've come to the right place. Ever wonder how Dakkon got his black blade? Was there ever a fifth Elder Dragon? What demon created Sol'kanar the Swamp King? Well ponder no further! These books will open up new chapters in the mythology of Magic: The Gathering.

OK...one more time. For those of you unfamiliar with the worldwide sensation that is Magic: The Gathering, just sit right back, and you'll hear a tale...

Magic: The Gathering continues to be the world's most popular trading card game—hands down. The premise goes like this: Two players

portray wizards who duel in a struggle for dominance, while trying to defend their own homes. The dueling takes the form of spells which do a variety of things. Players can use spells to summon creatures, cast enchantments, or do direct damage to the other player. The first player to knock their opponent down from 20 to zero life-points, wins. Sound easy? Think of it this way. Magic: The Gathering is like chess, it only takes a few minutes to learn, but it takes a lifetime to master.

The game consists of trading cards which represent various spells, lands and artifacts. There are five different colors of Magic, each with its own set of strengths and weaknesses. Spells and artifacts are powered by mana, the source of all magic on the world of Dominaria, which by the way, is set in the universe of Dominia. Red magic is the magic of the mountains and is fierce, direct and destructive. Red is often used for direct damage, but it can be quite uncontrollable if left unchecked. Blue magic from the islands utilizes the art of deception, control and manipulation. Blue is best played to frustrate or baffle your opponent.

White magic is derived from the plains, and specializes in defense and protection. Don't be fooled though, white can do its share of damage as well. Forests provide

the mana for green magic. Green is full of creatures and the strength of nature herself. Its shortcoming falls in its inability to do much damage directly to your opponent. Finally, the swamps and bogs of Dominia power black magic. Black is the magic of death and decay. While it can be extremely powerful, there is a hefty price tag attached.

Each player creates a deck of these cards which they then use to do battle. Each deck is customized to fit a particular strategy. If a player chooses to go right for the throat and use mostly direct damage, then red is definitely the magic of choice. Be wary though, strategies that rely only on one color can be easily overcome. A combination of strategy, skill, timing, and a bit of luck insures that a game will never be played the same way twice.

Since its creation in 1993, there have been a number of expansion sets added to the game. One of the most popular was the Legends expansion, which culled the greatest warriors, villains, and creatures from various points in Dominia's rich history—past, present and future! Many of these characters form the basis for storylines that have been woven into the tapestry and mythology of the world, Dominaria. In our **Legends** mini series, the entire Armada team

will do its best to bring those stories to the fore. As an added bonus, we're going to try to throw in a cool Magic: The Gathering—Chronicles card, reprinting a Legends character that relates to the storyline. This issue, for example, comes packaged with a Chronicles card of the series' misunderstood politico, Johan.

Keep watch next for **Legend of the Elder Dragons**, headed your way this December. (Sorry, no card in this one—those dragons are just too darned powerful to give away! The Art Holcomb script, Doug Tropea-Wheatley pencils and Digital Chameleon computer coloring should more than make up for it!) This January will see the premiere of our first **Legends** prestige format comic, **Fallen Angel**, which reveals the gruesome, untold origin of this fiery anti-heroine, and her centuries-long struggle for redemption. **Fallen Angel** is written by horror novelist Nancy Collins, and painted by the team of Richard Kane Ferguson, Dennis Calero and Don Perlin. And the book will come packaged with a Fallen Angel Chronicles card, to boot!

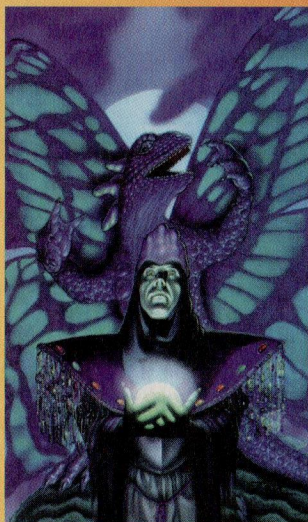
It doesn't stop there, however, as we move on to **Dakkon Blackblade on the World of Magic: The Gathering**, drawn by Rags Morales, inked by Barbara Kaalberg, and computer colored by Dennis Calero's Atomic Paintbrush. The prestige format comic also comes with a tough-to-find Chronicles Dakkon Blackblade card! Don't say we never gave you anything!

So what do we want in return? Simple. Letters. Lots of them. Keep writing in. We really do listen to all of your input, and truly want to make sure that we continue to do the best job possible. Thanks in advance, and on behalf of the entire Armada creative team, I hope you enjoy this book!

MAGIC™ The Gathering

Shandalar™

This month, enter a brand new world where the forces of mana flow freely, and the gift of sorcery is yours for the taking. For three planeswalkers who have been trapped on a cold and desolate world for centuries, Shandalar is a paradise whose treasures are ripe for the picking. On this world...a planeswalker can become a god! For the inhabitants of Shandalar, the interlopers can only signal impending doom. This verdant world, however, is not without defense! There are noble souls who choose to confront the danger and fight to preserve their world. Bani Bakur is one such hero, who turns to her deity, Kenan Sahrmal, for help. But what do you do when your god fails you?



Based on the brand new Magic: The Gathering world presented in the MicroProse CD-ROM game, **Shandalar** picks up where **Ice Age** on the **World of Magic: The Gathering** left off! In **Ice Age**, three of the most powerful planeswalkers in all Dominia—Leshrac, Faralyn, and fan fave Tevesh Sztat—escaped the endless winter world to conquer Shandalar. Find out how the evil renegade knight, Lim-Dul, could prove to be the greatest threat of them all. The **Shandalar** miniseries sets up the events that take place in the MicroProse game, due for release in Spring of 1996. Together, the miniseries and the CD-ROM game introduce players and readers to a new cast of heroes and villains to add to the myth and legend of Magic: The Gathering.

David Quinn, best known for his work on *Faust* and his run on Marvel's *Dr. Strange*, has woven an involved and exciting tale, driving Armada's Magic continuity one step closer to next year's apocalyptic confrontation. Bo Hampton, whose work on DC's *Legends of the Dark Knight* and *Castle of the Bat* received critical acclaim, pencils and inks. And, in order to do justice to Bo's lavish artwork, Digital Chameleon has been charged with bringing everything to life in full, electrifying computer color! Finally, as a preview of the new wonders of Shandalar, the painted cover by Zina Saunders, features a creature exclusive to the MicroProse CD-ROM game and the comic series—the Astral Dragon!

SEER ANALYSIS SHAWN CARNES

Hello once again, planeswalkers! Once more, we venture into the breach as we take a look at **Jedit Ojanen**, the first in a series of Armada comic book miniseries highlighting legendary characters from the multiverse of Dominia. My name is Shawn F. Carnes, one of the tried and tested gurus of Magic: the Gathering here at Wizards of the Coast. I will be here to provide color commentary on the action as well as give some interpretation of how the action relates to the hit card game, Magic: the Gathering. So, without further delay, onward to Efrava!

Jedit Ojanen is a legendary character from Magic's third expansion, **Legends**. **Legends** was unique in that it introduced special cards which can only be put into play one at a time. The reasoning? Because there is only one of these legendary personalities throughout the whole multiverse of Dominia. In **Legends**, Jedit is a 5/5 creature which costs 1 Blue mana, 2 White mana, and 4 mana of any color. A casting cost of 7 mana total is pretty hefty, coupled with the fact that 3 of the 7 mana needed to summon him are color-specific. Still, he makes a nifty addition to a blue and white deck. The color-specific drawback is lessened in such a deck mainly because the needed mana colors are already there. Keep in mind, for the sake of the comic, that the Jedit Ojanen in issue #1 is quite young, and only now taking his first steps to becoming the Jedit as depicted on the card; it will be some time before he reaches his 5/5 status!

One more note to keep in mind...just because characters like Jedit (or the **Elder Dragons** or **Dakkon Blackblade**, for that matter—all to be depicted in upcoming comics) are called **Legends**, doesn't mean that all of their adventures take place in the distant past. The **Legends** expansion was culled from heroes and villains scattered across Dominia, and from points across its vast history. In fact, while some of these characters are **Legends** in the making, others are **Legends** yet to be—and still others are **Legends** whose time has come and gone!

If you take a look at Jedit's flavor text on the card, you can get a general idea of what the mini-series of the comic is going to be about. The flavor text reads:

"Mightiest of Cat Warriors, Jedit Ojanen forsook the forests of his tribe and took service with the Robaran Mercenaries, rising through their ranks to lead them in the battle for Efrava."

The great thing about the comics are the developments that can be generated from just this bit of flavor text. As we read the comic, we see exactly from what station Jedit came, and all the people he came into contact with as he began his epic adventure. Apparently, he even met some other characters from **Legends**! **Hazezon Tamar**, the leader of the **Sand Warriors**, was mentioned, and **Hunding Gjormersen** made his jovial comic book debut in this issue. Savvy Magic players would have pegged the menacing **Johan**

as a shifty character right off the bat. This just goes to show that many of the legendary characters must have crossed paths at one point or another.

Jedit's tale revolves around his search for his father. Through it all, Jedit must contend with forces he does not understand. And yet, he continues to push on. Along the way, Jedit allies himself with the **Robaran Mercenaries** and the beautiful and strong Adira Strongheart. Even with this company, it's clear that Jedit's journey is a lonely one. To fight through any adversity without ever letting go of your goal...is that what makes a Legend?

In the course of this issue's action, Jedit is placed against the machinations of Johan and his quest to destroy his people. Even though Jedit's people have essentially forsaken him, Jedit cannot abandon them in their time of need, even if they don't realize it. This attitude, in my opinion, would make a legend out of any adventurer.

One thing's for sure, every card in Magic: the Gathering can tell a story, and the story can become quite detailed and complex as the cards are made to intertwine with one another. Hey! That's a lot like playing the game of Magic itself!

Speaking of more than one card, this issue is full of creatures that have crossed over from other expansion sets. In game terms, it could prove quite useful to mix cards from various expansion sets to make as strong a deck as possible. For the sake of the story, let's just say that there are many adventurers that cross through the planes of Dominaria. Sometimes...they bring things with them.

At the opening of the story, Jedit spots a **Fire Drake**, plummeting from the sky, bearing a weary traveler on its back. The **Fire Drake** is a flying 1/2 creature from the **Dark** expansion set. The Drake has the special ability of "pumping" itself up +1/+0 at the cost of one red mana. However, this effect can only be used once per turn. That one red mana makes the Drake one point stronger for a brief period of time. Unfortunately for this Drake, it wasn't strong enough to survive the travel over the desert wastes of Sukurvia.

Also making an appearance in this issue are, quite appropriately, **Desert Nomads**. The Nomads are 2/2 red creatures costing one red mana and two mana of any color: they also have the special abilities of **Desertwalk** and are immune to damage done by deserts. That ability could have been useful to that poor Drake!

Issue #2 should prove to be quite a blockbuster, especially with Jedit having to face the dreaded **Beasts of Bogardan** which were summoned by Johan! What do you think will happen to Jedit against these creatures as the cat faces dogs for the first time? Something tells me that Jedit will survive, as the saga of Jedit Ojanen is just beginning to unfold!

Until next time, may your games be the stories of legend.

Shawn

COMING IN DECEMBER

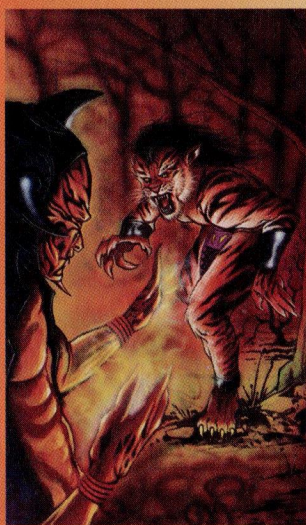
Magic: The Gathering

Legend of Jedit Ojanen #2

The epic conclusion to the story of how the Cat People of Dominaria became Cat Warriors. Armies clash as Jedit Ojanen's desert oasis becomes the linchpin in the legendary wizard Johan's scheme to overthrow a nation. Even with the help of the Robaran Mercenaries, can Jedit's people survive?

Playing tips and background on the story's heroes, villains, creatures and artifacts will be included in this issue's fascinating back-up material. The painted cover is by Tony (Starman) Harris.

Sadly, Jedit Ojanen will be Armada Magic painter Mark Csaszar's swan song! As a farewell to his fans, Mark has created an exquisite Royal Assassin pin-up, included in this issue. Don't miss it!



Elder Dragons – A Magic: The Gathering Legend #1

Deception leads to betrayal as a brash warrior's Dragon Whelp leads an army smack into the burial mound that has kept the immensely powerful Elder Dragon in suspended animation for centuries. Once unleashed, no force on Dominaria—perhaps not even the mysterious wizard known as the Tickery Man—can quell the wrath of Palladia Mors!

Avatars of Dominaria's long-forgotten past, the Elder Dragons are the most powerful creatures in the Legends expansion, and possibly the most powerful cards in all of Magic: The Gathering!

The series is written by Art Holcomb, best known for his work on episodes of Star Trek: The Next Generation. The painted cover is by the original Magic card artist, Edward Beard, Jr. Shawn Carnes' Seer Analysis will contain tips on using Elder Dragon cards in your Magic duels.

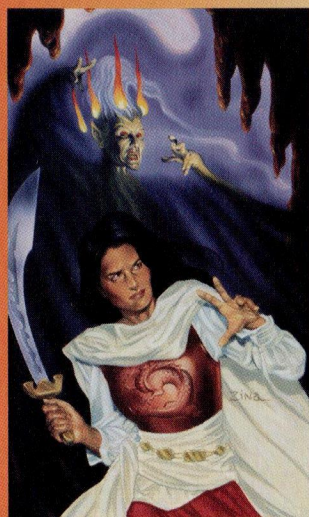


Magic: The Gathering Shandalar #2

Lim-Dul's twisted plot comes to fruition in the dark conclusion to this two-issue miniseries. Would-be world dominators Leshrac and Tevesh Szat realize that they've got another thing coming, after the nastiest fallen knight of the Ice Age turns the heroes of the new world of Shandalar against them.

David Quinn's slam-bang conclusion to the epic based on the brand new Magic: The Gathering world presented in next year's MicroProse CD-ROM game.

Acclaim Comics is working closely with MicroProse and Wizards of the Coast to insure tight continuity between the series and upcoming MTG CD-ROM. Featuring Shawn Carnes' Shandalar Seers Analysis, and a cover by Zina Saunders.



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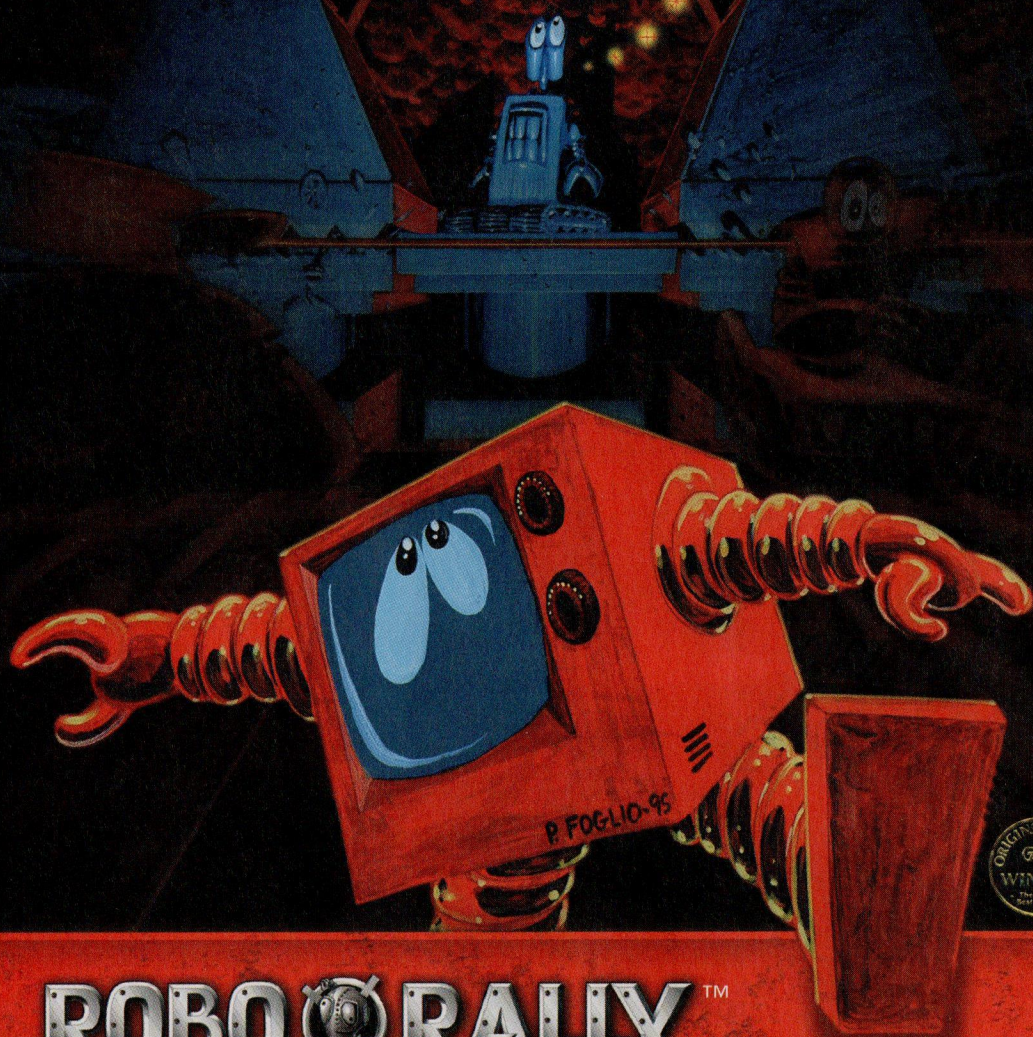
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THE WYRM™

PURE EVIL.

DECEMBER.

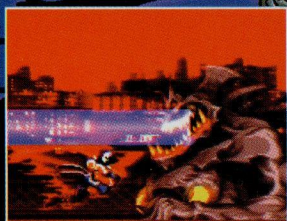
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